

# Blue Ribbon Games Disk No1

## Q MAN

### KEYS

A	= Up/Left
Z	= Down/Right
*	= Up/Right
?	= Down/Left
SPACE	= Hyperspace
TAB	= Smart Bomb

### PLAY

You score points for changing the colour of the blocks. Bonus points and Q Man for completion of each pyramid. Don't fall off the edge and avoid bouncing balls and Jake the snake. Use the transport discs on the edge of the pyramid to escape to the top.

## CASTLE ASSAULT

### KEYS

Z	= Left
X	= Right
*	= Up
?	= Down
RETURN	= Jump
COPY	= Freeze
Delete	= Unfreeze
S	= Sound on
Q	= Quiet

A glittering reward awaits the intrepid atop the heavily defended towering turrets of this forbidding fortress. On your quest for gold you will be assailed by a menacing menagerie of meanies, namely crabs, snakes, lobsters, spiders, bugs and beetles. Watch out for those malicious malades (the deadly Flying Ducks) as you dodge falling rocks, scale ladders and negotiate moving platforms. Collect various different fruits for bonus points on your way. Bonus man for every two bags of gold collected. Hi-score table, increasing difficulty, fantastic animation and highly realis-

tic sound, constitute this truly stunning and imaginative game from BLUE RIBBON.

## 3D MUNCHY

### KEYS

A	= Up/Left
Z	= Down/Right
*	= Up/Right
?	= Down/Left

To fill holes move in the direction of the hole and press the TAB key.

### PLAY

Move Munchy around munching the pills and scoring points until the 3D maze is empty or your time runs out. You must avoid the four monsters who will destroy you. The monsters also dig holes which can be filled in with shovels (3 provided). You get an extra shovel for each screen. Each red power pill turns monsters blue when you can eat them giving extra points. They flash when they are about to return to normal.

## NIGHTMARE MAZE

### KEYS

A	= Up/Left
Z	= Down/Right
*	= Up/Right
?	= Down/Left
COPY	= Hold/Game
DELETE	= Restart
S	= Sound
Q	= Quiet

BONUS MAN AT 10000 POINTS

### PLAY

You are Sleepy Joe trying to collect enough keys to escape Nightmare Maze. When you have the correct number of keys you must then get to the door. Trying to prevent you from completing your task are the monsters of the Maze... and a time limit of 60 seconds. If you drink the cup of black coffee you wake up for a few seconds making the monsters disappear, but they'll be back!

## BANANA MAN

### KEYS

Z	= Left
X	= Right
*	= Up
?	= Down
SPACE	= Shuffle

### PLAY

You are a Banana Man and must eat 40 banana sandwiches a minute. Each one eaten counts as a hit. Extra points for peeled bananas and mystery points for attacking cats. If you stand on a spider, or run out of time, or find yourself surrounded by blue blocks you lose a life. If the grid disappears you may shuffle the blue blocks around, but only for 4 seconds.

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# BLUE RIBBON

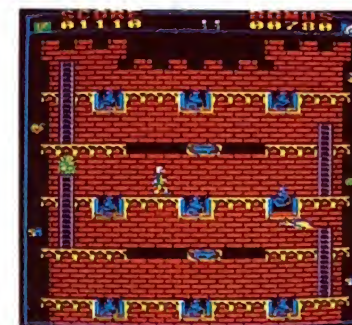
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NIGHTMARE MAZE



Q MAN



CASTLE ASSAULT



BANANA MAN



3D MUNCHY



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